

## Somebody just beat Zelda: Ocarina Of Time in less than 13 minutes



GameCentral

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Zelda done quick (pic: YouTube)

The discovery of a new glitch in Ocarina Of Time has destroyed previous speedrun records for the game and they're still falling.

The world of speedruns is a fascinating place, with many competing over decades to complete classic games in as short a time as possible, and they don't get much more classic than Zelda: Ocarina Of Time.

Up until recently it was thought impossible to beat the N64 game in under 14 minutes, until a new glitch, called Stale Reference Manipulation, was discovered, which in turn made it possible to warp straight from Kokiri Forest into the end credits of the game.

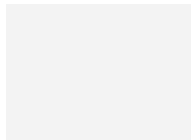
Speedrunner Lozoots started out with a time of 13 minutes and 48 seconds, before gradually chipping away at the total until they got it down to just 12 minutes and 59 seconds.

It's more than likely that record could be broken again, as everyone gets time to practice with the glitch, but it seems around 12 minutes is going to be the new fastest time.

Of course, many consider using glitches like this cheating, but as is the case for any popular speedrun game there are multiple different categories and rules depending on whether you use bugs, how much of the game you complete, and whether there are any other special conditions.

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According to [speedrun.com](#) the current glitchless record for completing Ocarina Of Time with community-agreed restrictions is 3 hours, 40 minutes, and 49 seconds which will still seem impossible to anyone that's played the game normally.

Apart from the sense of competition and community speedruns are also commonly used as charity-raising events, such as the recent [Awesome Games Done 2020](#), so they're an all-round good thing.

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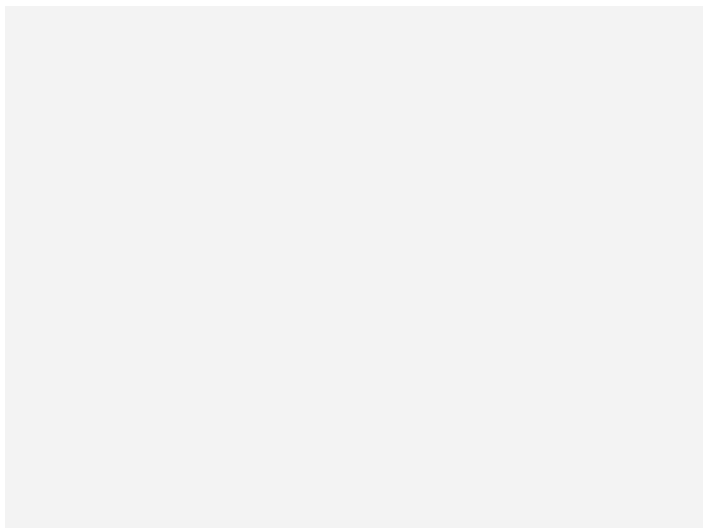
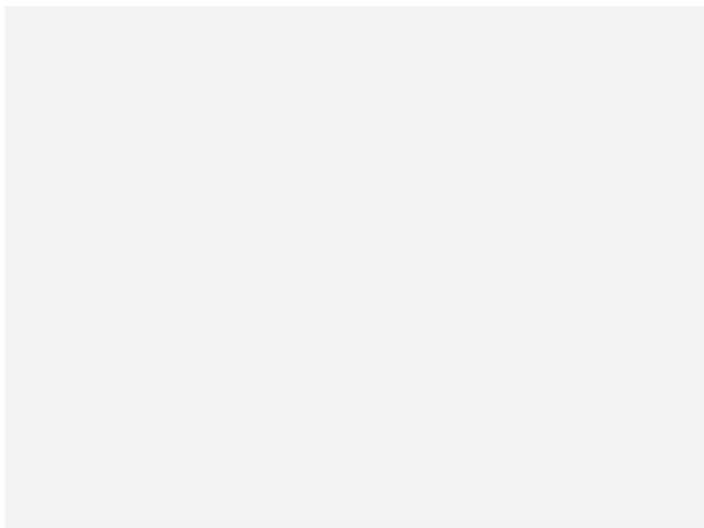


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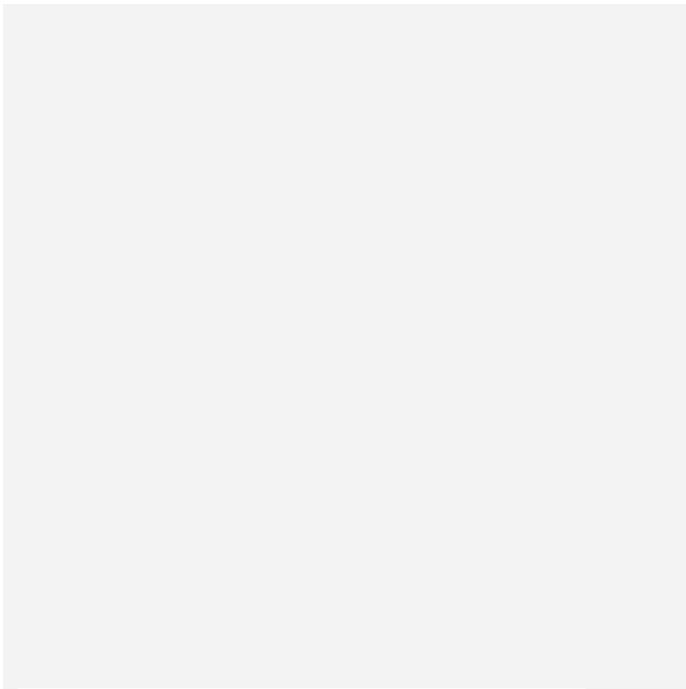
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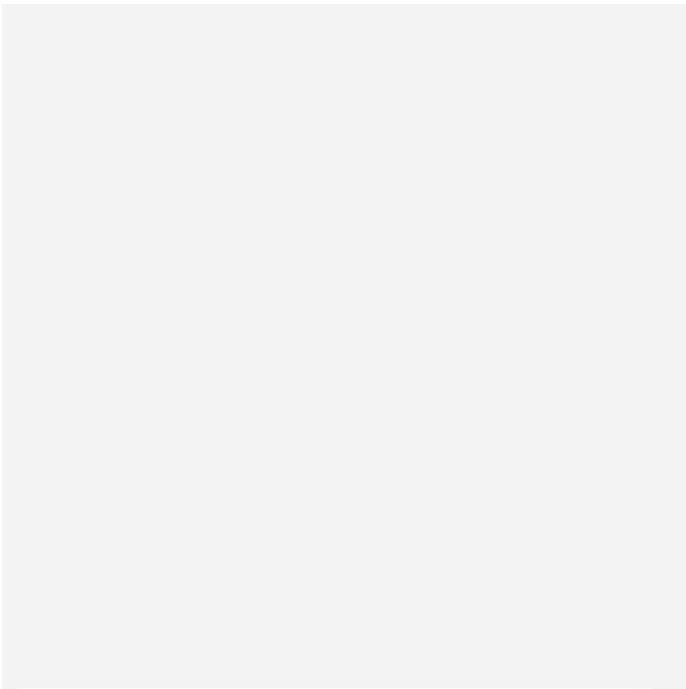
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